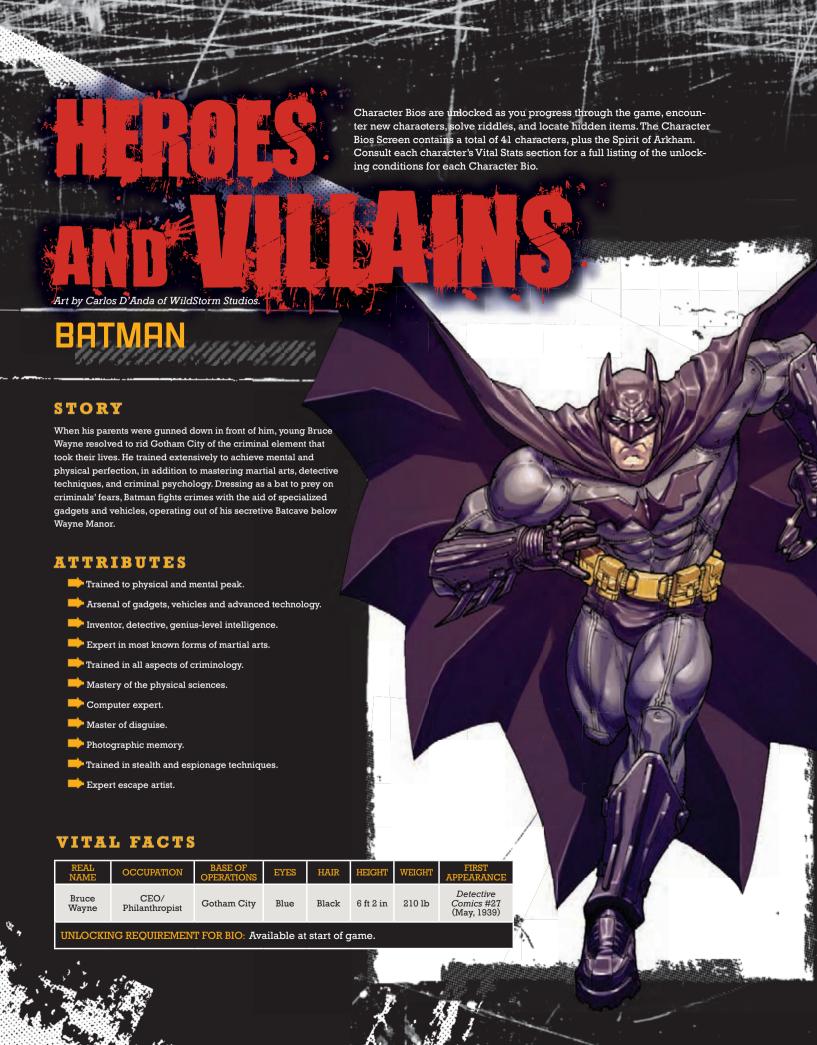
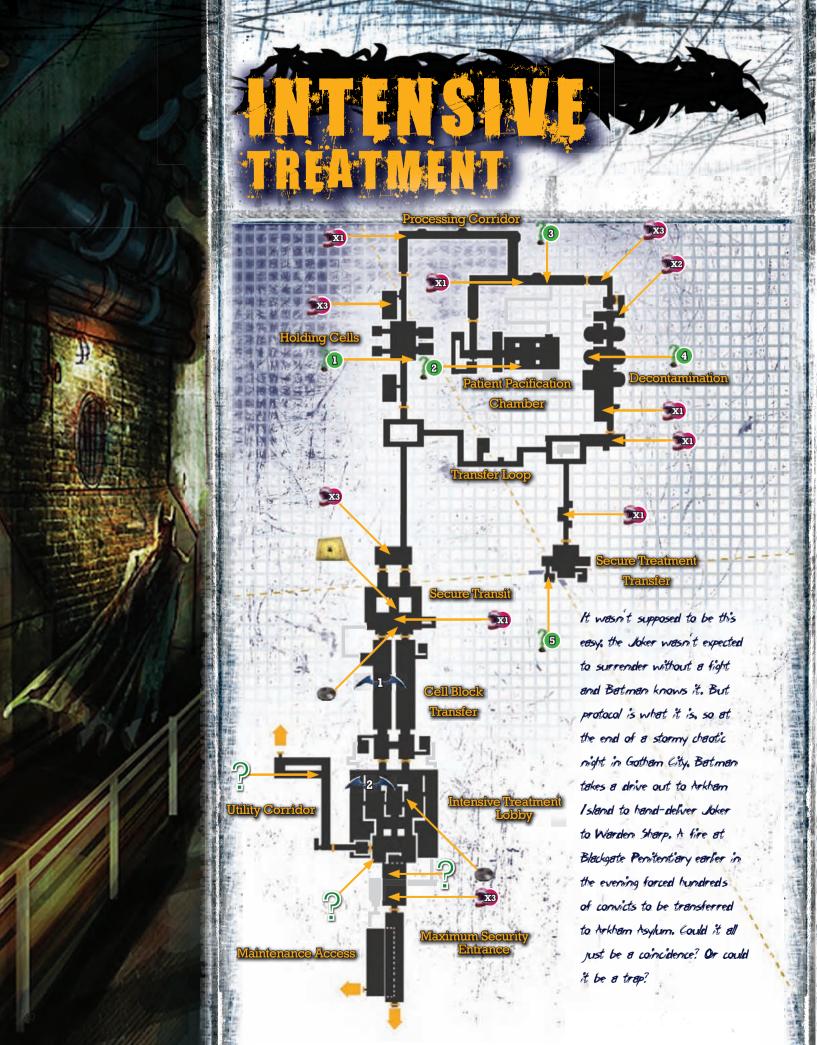


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OBJECTIVES





Scan the crime scene area to isolate a forensic trail.



Track Gordon's movements by following Boles' whiskey trail.



Escape from Intensive Treatment to the island surface.



Locate and analyze the Holding Cells for evidence.

RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST WISHT

ROOM

Processing Corridor

Decontamination

Intensive Treatment Lobby

Holding Cells

Patient Pacification Chamber

Processing Corridor

Decontamination

Secure Treatment Transfer

Secure Transit

Intensive Treatment Lobby

Secure Transit

Intensive Treatment Lobby

Intensive Treatment Lobby

Utility Corridor

GADGET REQUIRED

None

CHALLENGE TYPE

(10)

(20)

1



THE RIDDLER'S CHALLENGE SPIRIT OF ARKHAM CHALLENGE MODE

07 | ARKHAM MANSION 08 | ARKHAM ISLAND 09 | PENITENTIARY

10 | ARKHAM ISLAND 11 | BOTANICAL GARDENS 12 | ARKHAM ISLAND

13 | INTENSIVE TREATMENT 14 | CAVES

15 | TITAN IVY

16 | PARTY CRASHER

WELCOME TO THE ASYLUM

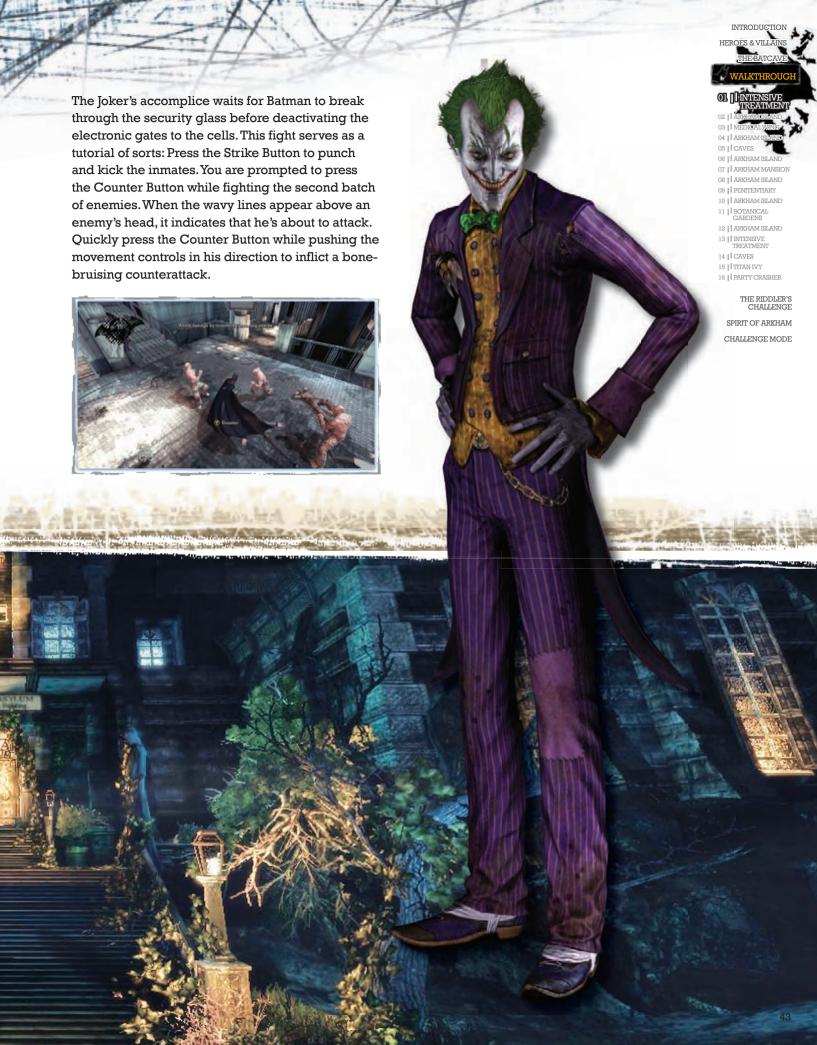
Warden Sharp and his security personnel greet Batman just inside the gate to the asylum when he arrives. They waste no time strapping the Joker to a handcart. Walk with the guards as they wheel the Joker from the Intensive Treatment Lobby through the Cell Block Transfer area and down an elevator to the Holding Cells.

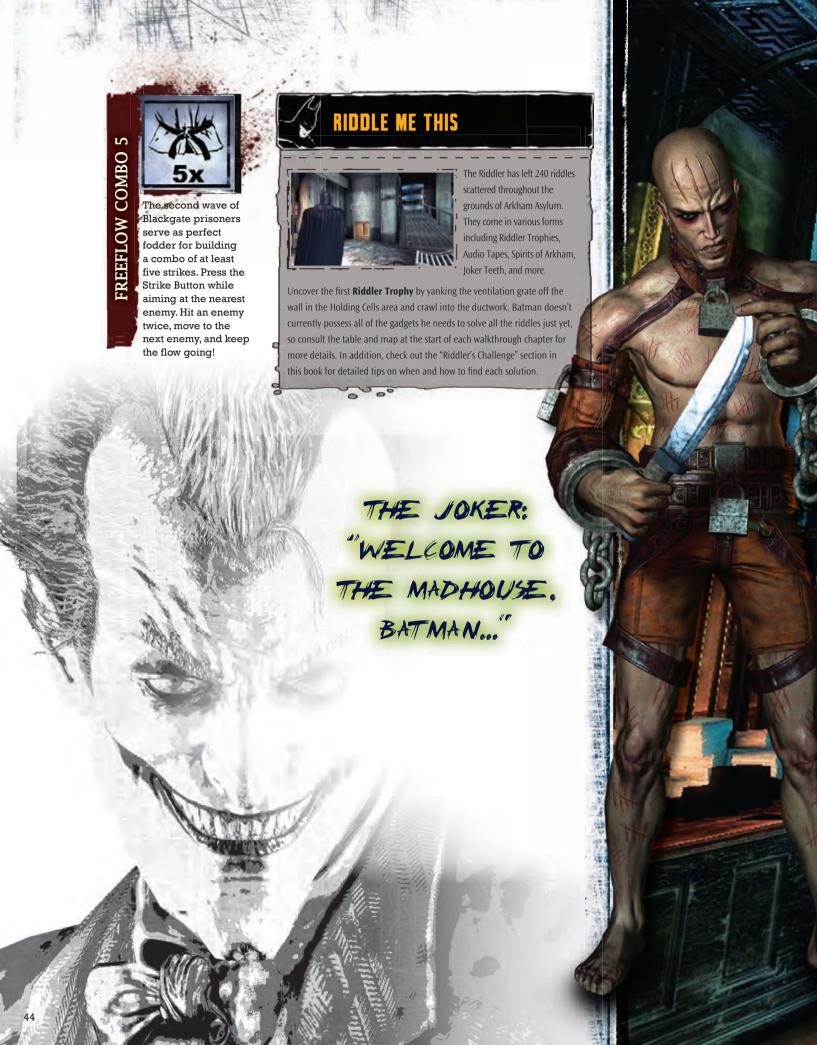




Batman is prevented from venturing any deeper into the asylum for fear of agitating the inmates and is helpless as the Joker breaks free. Thanks to an unidentified accomplice working on the inside, the Joker slips through the deactivated security gate and vanishes into the depths of the Intensive Treatment facility.









Batman has no choice but to delve deeper into the Intensive Treatment facility in hopes of recapturing the Joker. Head up the hallway to the Processing Corridor and use Aim Mode to destroy the Joker **Teeth** with a series of Batarang throws. Continue down the hallway to the two inmates near the intersection. Beat them down, talk to Eddie Burlow near the locked door on the left, then head down the hall to the right. Batman will radio Oracle, his information retrieval expert, to update her on the situation.





08 I ARKHAM ISLAND 09 | PENITENTIARY

10 I ARKHAM ISLAND

11 | BOTANICAL GARDENS 12 | ARKHAM ISLAND

13 | INTENSIVE TREATMENT

14 I CAVES

15 I TITAN IVY

16 | PARTY CRASHER

THE RIDDLER'S CHALLENGE SPIRIT OF ARKHAM CHALLENGE MODE

COMBAT CHALLENGE UNLOCKED

Use the Batarang to destroy the five Joker Teeth scattered around this area to unlock the first of many Combat Challenges. These bonus challenges are accessible via the main menu. Consult the "Challenge Mode" chapter in this book for tips on unlocking each challenge and for expert strategy on how to conquer each one!

Enter the Patient Pacification Chamber and speak to Zach Franklin near the security gate. One of the asylum's prisoners, Zsasz, has captured a security guard named Mike and is threatening to fry him in the electric chair if anyone gets too close. Head up the stairs to the balcony overlooking the electric chair and speak to the guard. Batman will instruct the guards to keep Victor Zsasz distracted while he swoops in from above.



STATE OF THE STATE



THE RIDILER'S CHALLENGE

Welcome to the Riddler's Challenge portion of this guidebook. It's important to note that this section reveals the locations and provides precise instructions for all 240 of the Riddler's Challenges. The majority of these challenges come in the form of collectable items (Trophies, Interview Tapes, Secrets Maps, and Chronicles of Arkham), while others require that you solve a series of puzzling riddles or smash chattering Joker Teeth.

It's entirely possible to solve most of the Challenges during the course of the game's story, but you will need to make return trips to key areas after the completion of Story Mode to find all of them. Many of the Riddler's Challenges can only be completed with the help of special gadgets that you may not possess during your initial visit to an area. Consult the maps and the instructions that accompany them to scour the island and put the Riddler behind bars.



The first Riddler Trophy is in the Holding Cells area. Yank the ventilation grate off the wall after the first fight in the game and crawl inside to retrieve it.



Crawl through the ventilation path in the Maintenance Access area during your second visit to Intensive Treatment.

Unlocks: "Sewer Bat (Extreme)" Challenge



Yank the grate off the wall in the Patient Pacification Chamber and grab the Riddler Trophy after knocking out Zsasz.



Stand on the center platform in Secure Transit, halfway up the elevator shafts, and use the Batclaw to yank the metal grate off the wall. Run and leap across to pick up the trophy.

INTENSIVE TREATMENT

RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.



Crawl through the ductwork to escape the Patient Pacification Chamber. Grab this Riddler Trophy before breaking through the grate in the Processing Corridor.



Use the Explosive Gel on the breakable wall in the Utility Corridor. The trophy is behind the fencing.



Clear the Decontamination area of Joker Toxin, then duck underneath the floor grate on the west side of the room.



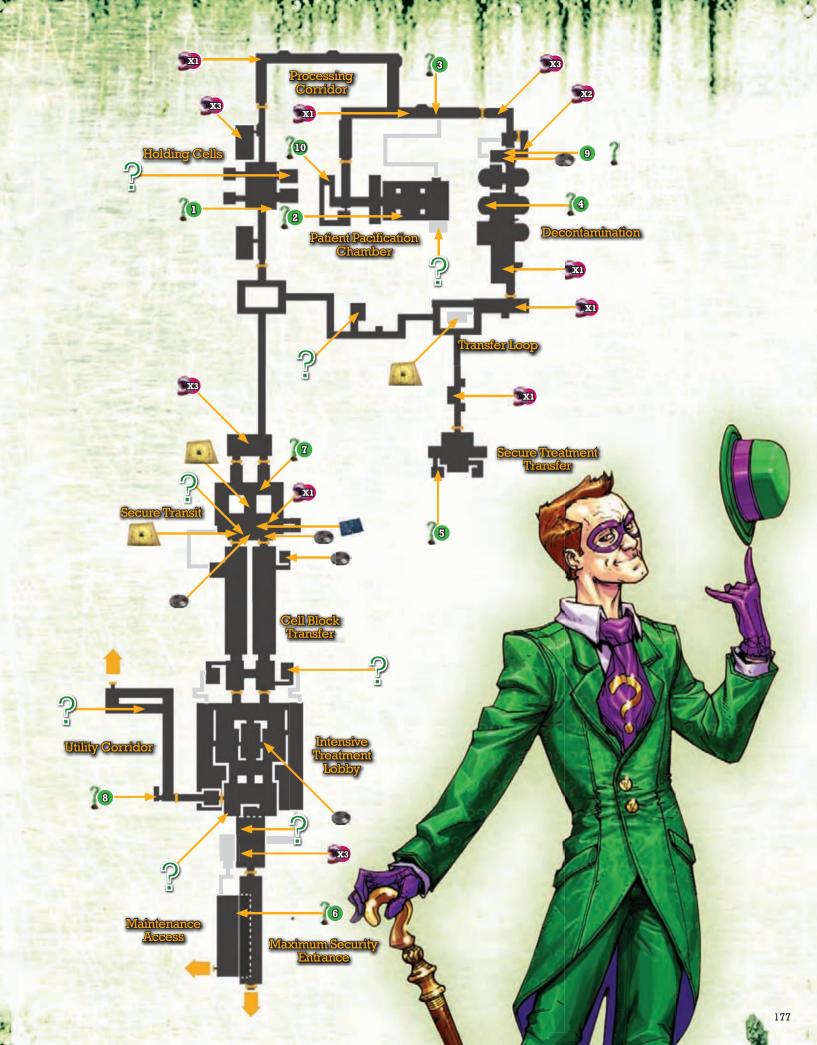
Use the Cryptographic Sequencer to enter the office in Decontamination. Climb the ladder to the barred room to find the Riddler Trophy.



This one is in the unoccupied security booth in the Secure Treatment Transfer area. Get it after defeating the Venom Henchman.



Locate the ventilation grate over the stairs in the Patient Pacification Chamber and pull it down with the Batclaw. Grapple up to get the Riddler Trophy.



INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

HARLEY QUINN: EMPLOYEE ORIENTATION, MARCH 3²⁰



Go up the stairs on the west side of the Secure Transit area to find a narrow room with a desk and some recording equipment. The Interview Tape is on the desk.

HARLEY QUINN: PATIENT INTERVIEW #2 MARCH 4TH



Use the Cryptographic Sequencer to unlock the gate to the northeastern office in Cell Block Transfer.

The Interview Tape is on the computer terminal.

HARLEY QUINN: PATIENT INTERVIEW #11 APRIL 1ST

Use the Cryptographic Sequencer to disable the security field in the Decontamination area and enter the office. The Interview Tape is on the desk.

HARLEY QUINN: PATIENT INTERVIEW #1 MARCH 3rd



This Interview Tape is inside the large office in the center of the Intensive

Treatment Lobby. It's on a desk near the east exit, under the glass ceiling.

HARLEY QUINN: PATIENT INTERVIEW #4, MARCH 6TH



This Interview Tape is in the narrow office upstairs from the doors that connect Secure Transit to Cell Block Transfer. The office was gated during a previous visit, but now it's open.



MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map in Intensive Treatment is in the lowest level of Secure Transit. It's available only after using the Cryptographic Sequencer to open the metal barrier that seals off the area. Defeat the six hostiles in the area and locate the map in the office up the stairs.





Written by Doug Walsh Batman created by Bob Kane

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It's getting to write guidebooks for games like this that confirm what so many of my friends think: I really do have a great job! Congratulations to everyone at Rocksteady and DC Comics for their work on this masterpiece of a game. I cannot wait to see what lies in store for Batman's future. Special thanks to my editors on this project, Chris Hausermann and Tim Cox—it's always a pleasure to work with each of you! Kudos to Carol Stamile and Tracy Wehmeyer for another fantastic design and layout. I also want to thank Leigh Davis for assigning me this gem of a project and David Waybright for his enthusiasm and ideas. Lastly, I'd like to congratulate my wife Kristin on earning her Executive MBA—you never cease to amaze me!

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